## 3 March 2006 Friday

## READINGS

Psalm 95; Ezekiel 18:1-4, 25-32; Philippians 4:1-9; John 17:9-19

## **DEVOTION**

As we approach Easter, I have been reflecting on these passages and how they apply to my daily living. I have also given a lot of thought on how often I fall short in areas like "obedience" or "be anxious for nothing" or "rejoice always!" or "pray for others."

I have some days when I seem to have 100 reasons why none of the above fit into my battle rhythm or my attitude. You might be able to relate: way behind on email, tired, frustrated, homesick, paperwork, briefings, CLP mission, serious incidents where Soldiers or Marines or civilians are injured or killed, and the list goes on. I also have some days when I cannot even pinpoint what my problem is or why my attitude is not one of rejoice, but it just is not. I may not know the exact causes, but more often than not it is because I have allowed myself to be consumed with earthly problems and I have taken my eyes off Jesus.

So, I am thankful that I have Jesus' example to keep me from spiraling out of control. Through prayer, fellowship, reading the Bible and looking up for discernment, I find strength and encouragement. Nothing compares to Jesus' personal example.

Most every morning, in the quiet stillness of my hooch, I take communion. I read from I Cor 11: 23-26, "...the Lord Jesus the same night in which He was betrayed took bread and gave thanks..." These words have weighed heavy on my heart and made a lasting impression. If Jesus can give thanks on the same night He was betrayed (not just frustrated or tired), if Jesus can forgive those who placed Him on the cross (when He was perfect and without sin), if Jesus is able to demonstrate the discipline and obedience to follow through with Cavalry (when He had the miraculous power to do otherwise, remember He was resurrected and He LIVES!), then surely I can "be obedient, be anxious for nothing, rejoice always, and pray for the same for others!"

BG Rebecca S. Halstead, CG, 3rd COSCOM